

Ship name: Rodney

Recon values Day: 1 Night: 0

Nelson Class BB 1942 to 1942 Ship Cost with Crew Code C : 2405 (Base Cost: 2405) Dataset: 3332 See below for changes to CRF/MRF Ship has Search Radar  
 ARMOUR: Belt: 11 Deck: 6 CT: 11 Turrets #1: [11] Turrets #2: (2) Casemates: n/a Size: +2 Target Type: A MSF: +0  
 Crit. table: Normal; Can be attacked by: Guns, Torpedoes, Bombs, Standoff Weapons, Rockets, Kamikaze Saving Throw Modifier: n/a

Spotting Distance: 5 RB Fire Control Value: 7 Gunnery Modifier: +0 Crew Quality: \_\_\_\_\_  
 RADAR: Radar for MAIN Guns DPAA Radar: +1 to hit Spotting Aircraft: 1

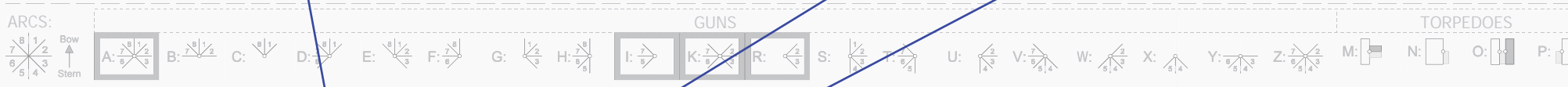
Hit Location #				WEAPONS										Radar:						
MAIN guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Pen:	14	13	11	10	9	7	11	Yes
1 - 5	9	16.00	A:[T3] OO K:[T3] O																	

If a weapon 'Crit' lands in this section lose 1 CR factor for each 2 CV or part thereof.

OTHER guns:				WEAPONS										Radar:		CRF:	MRF:				
#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Pen:	6	4	3	1	1	3	2	No	8	0
6 -10	12	6.00	I:(T2) OOO R:(T2) OOO																No	5	
	6	4.70	AA I:01 OOO R:01 OOO																No		

LRF loses 1 factor for each MAIN or OTHER gun mount marked 'AA' or 'AA+' that is lost. When all such mounts are lost the LRF is reduced to 0.

TORPEDOES: n/a



Structure (S): 90 S/3: 30 Flotation (F): 27 F/3: 12  
 Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: 6

Speed: 23 Steering #: 11  
 When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete w Searchlights  
 Special Effects: \_\_\_\_\_  
 Changes to CRF or MRF:  
 • CRF increased to 9 from May 1942  
 • (Revised ship cost with crew = 2408 [Base cost = 2408])  
 Remarks:  
 None

You can see that this ship has radar support for its 16" main guns (indicated by "Yes" next to that battery) but not for the 6" or 4.7" AA guns.

Gun mounts are lost starting with the mounts with least protection in the order of priority shown below, followed by the largest calibre, then by highest number of guns in the mount. (OTHER guns are eliminated at the CV cost shown.)  
 • O (Open) 1CV • S (Shielded) 2CV • C (Unarmoured Casemate) 3CV • T (Unarmoured Turret) 4CV • {C} (Armoured Casemate)\* 3CV • {T} (Armoured Turret)\* 4CV (\* If armour is penetrated in case of mount marked { } or ( ))  
 Torpedoes are lost starting with the mount with the largest calibre (if there is a choice) followed by the mount with the greatest number of tubes. The cost in CV is equal to the number of tubes.

Ship name: Nelson

Recon values Day: 0 Night: 0

Nelson Class BB 1940 to 1942 Ship Cost with Crew Code C : 2373 (Base Cost: 2373) Dataset: 1866 See below for changes to CRF/MRF Ship has Search Radar  
 ARMOUR: Belt: 11 Deck: 6 CT: 11 Turrets #1: [11] Turrets #2: (2) Casemates: n/a Size: +2 Target Type: A MSF: +0  
 Crit. table: Normal; Can be attacked by: Guns, Torpedoes, Bombs, Standoff Weapons, Rockets, Kamikaze Saving Throw Modifier: n/a

Spotting Distance: 5 RB Fire Control Value: 7 Gunnery Modifier: +0 Crew Quality:

RADAR: Radar for MAIN Guns Radar for OTHER Guns Spotting Aircraft:

Hit Location #				WEAPONS										Radar:
MAIN guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:		
1 - 5	9	16.00	A:[T3] OO K:[T3] O	Pen:	14	13	11	10	9	7	11	Yes		

If a weapon 'Crit' lands in this section lose 1 CR factor for each 2 CV or part thereof.

OTHER guns:				WEAPONS										Radar:
#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:			
6 - 10	12	6.00	I:(T2) OOO R:(T2) OOO	Pen:	6	4	3	1	1	3	2	Yes		
	6	4.70	AA I:S1 OOO R:S1 OOO	Pen:	4	2	1	—	—	2	2	Yes		

This ship is better equipped and has radar support for all its surface guns, as indicated by "Yes" beside each battery.  
 NOTE that it is possible that a ship may only have radar support for some of its OTHER guns and not all.  
 Also, in this case, there is no radar support for AA fire.

TORPEDOES:

n/a

ARCS: GUNS: TORPEDOES:

Structure (S): 90 S/3: 30 Flotation (F): 37 F/3: 12

Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: 6

Speed: 23 MVR: 11 Steering #: 11 When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Changes to CRF or MRF:

Searchlights (Optional) Smokescreen; test at - 3

- Nelson: CRF increased to 10 in September 1941
- (Revised ship cost with crew = 2377 [Base cost = 2377])

Special Effects: Remarks:

None

Gun mounts are lost starting with the mounts with least protection in the order of priority shown below, followed by the largest calibre, then by highest number of guns in the mount. (OTHER guns are eliminated at the CV cost shown.) Dataset v.1  
 • O (Open) 1CV • S (Shielded) 2CV • C (Unarmoured Casemate) 3CV • T (Unarmoured Turret) 4CV • {C} (Armoured Casemate)\* 3CV • {T} (Armoured Turret)\* 4CV (\* If armour is penetrated in case of mount marked { } or ( )) 01/10/2008  
 Torpedoes are lost starting with the mount with the largest calibre (if there is a choice) followed by the mount with the greatest number of tubes. The cost in CV is equal to the number of tubes.

Ship name: Rodney

Recon values Day: 1 Night: 0

Nelson Class BB 1942 to 1942 Ship Cost with Crew Code C : 2405 (Base Cost: 2405) Dataset: 3332 See below for changes to CRF/MRF Ship has Search Radar  
 ARMOUR: Belt: 11 Deck: 6 CT: 11 Turrets #1: [11] Turrets #2: (2) Casemates: n/a Size: +2 Target Type: A MSF: +0  
 Crit. table: Normal; Can be attacked by: Guns, Torpedoes, Bombs, Standoff Weapons, Rockets, Kamikaze Saving Throw Modifier: n/a

Spotting Distance: 5 RB Fire Control Value: 7 Gunnery Modifier: +0 Crew Quality: \_\_\_\_\_  
 RADAR: Radar for MAIN Guns DPAA Radar: +1 to hit Spotting Aircraft: 1

Hit Location #				WEAPONS										
MAIN guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:		
1 - 5	9	16.00	A:[T3] OO K:[T3] O	Pen:	14	13	11	10	9	7	11	Yes		

If a weapon 'Crit' lands in this section lose 1 CR factor for each 2 CV or part thereof.

OTHER guns:				#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:	LRF:	CRF:	MRF:
6 - 10	12	6.00	I:(T2) OOO R:(T2) OOO	Pen:	6	4	3	1	1	3	2	No	5	8	0			
	6	4.70	AA I:01 OOO R:01 OOO	Pen:	4	2	1	—	—	2	2	No						

LRF loses 1 factor for each MAIN or OTHER gun mount marked 'AA' or 'AA+' that is lost. When all such mounts are lost the LRF is reduced to 0.

TORPEDOES:

n/a

ARCS: 

Structure (S): 90 S/3: 30 Flotation (F): 37 F/3: 12  
 Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: 6

Speed: 23 MVR: 11 Steering #: 11

Other Equipment (delete when lost): Searchlights (Optional) Smokescreen; test at - 3

Special Effects: \_\_\_\_\_

This ship has radar support for its Heavy AA guns, giving a "to hit" bonus of +1 when it uses its LR factors to attack an aircraft. However, the 4.7" gun does NOT get this bonus if attacking a ship, because this ship does not have radar support for OTHER guns. Note in addition that the radar bonus is NOT applied to the Close Range factors (CRF) when used against aircraft.

Gun mounts are lost starting with the mounts with least protection in the order of priority shown below, followed by the largest calibre, then by highest number of guns in the mount. (OTHER guns are eliminated at the CV cost shown.)  
 • O (Open) 1CV • S (Shielded) 2CV • C (Unarmoured Casemate) 3CV • T (Unarmoured Turret) 4CV • {C} (Armoured Casemate)\* 3CV • (T) (Armoured Turret)\* 4CV (\* If armour is penetrated in case of mount marked { } or ( ))  
 Torpedoes are lost starting with the mount with the largest calibre (if there is a choice) followed by the mount with the greatest number of tubes. The cost in CV is equal to the number of tubes. Dataset v.1 01/10/2008

**Radar Support #3: Anti-Aircraft guns**